

```
1  #ifndef PLACEABLEACTOR_H
2  #define PLACEABLEACTOR_H
3  #include "Point.h"
4
5  enum class ActorColour
6  {
7      Regular = 7,
8      Blue = 9,
9      Green = 10,
10     Red = 12,
11     GreenSolid = 34,
12     RedSolid = 255,
13     BlueSolid = 153
14 };
15
16 enum class ActorType
17 {
18     Door,
19     Enemy,
20     Goal,
21     Key,
22     Money,
23     Player
24 };
25
26 class PlaceableActor
27 {
28 public:
29     PlaceableActor(int x, int y, ActorColour colour = ActorColour::Regular);
30     virtual ~PlaceableActor();
31
32     int GetXPosition();
33     int GetYPosition();
34     int* GetXPositionPointer();
35     int* GetYPositionPointer();
36     void SetXYPosition(int x, int y);
37
38     ActorColour GetColour() { return m_colour; }
39
40     void Remove() { m_IsActive = false; }
41     bool IsActive() { return m_IsActive; }
42     void Place(int x, int y);
43
44     virtual ActorType GetType() = 0;
45     virtual void Draw() = 0;
46     virtual void Update() // some placeable actors will not need to update themselves
47     {
48
49     }
50
51 protected:
52     Point* m_pPosition;
```

```
53     bool m_IsActive;
54     ActorColour m_colour;
55
56 };
57
58 #endif
```